

# FLEX - FLEXUNIT INTEGRATION

[http://www.tutorialspoint.com/flex/flex\\_flexunit\\_integration.htm](http://www.tutorialspoint.com/flex/flex_flexunit_integration.htm)

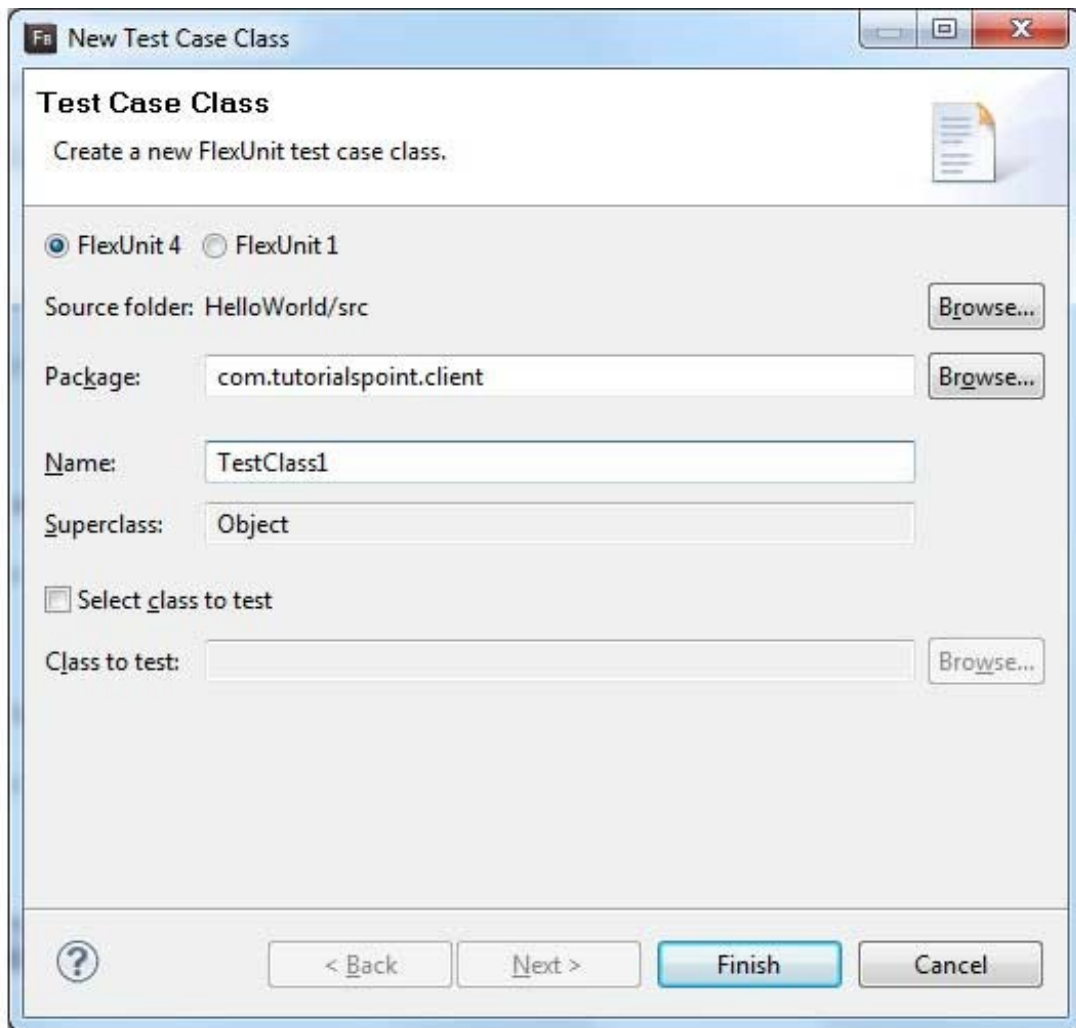
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Flash Builder 4 excellent inbuilt support for FlexUnit integration in Flex development Cycle.

## Create a Test Case Class

You can create a Test Case Class using Flash Builder Create Test Class wizard. Running test cases is a breeze with Flash Builder as you will see in this article.

To create a test case class using Flash Builder, Click on **File > New > Test Case Class**. Enter the details as shown below.



Flash Builder will create the following TestClass1.as file.

```
package com.tutorialspoint.client
{
    public class TestClass1
    {
        [Before]
        public function setUp():void {}

        [After]
        public function tearDown():void {}

        [BeforeClass]
        public static function setUpBeforeClass():void {}
    }
}
```

```

    [AfterClass]
    public static function tearDownAfterClass():void {}
}
}

```

## FlexUnit Integration Example

Now Let us follow the following steps to test FlexUnit Integration in a Flex application:

Step	Description
1	Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint.client</i> as explained in the <i>Flex - Create Application</i> chapter.
2	Modify <i>HelloWorld.mxml</i> as explained below. Keep rest of the files unchanged.
3	Create <i>TestClass1.as</i> test case as described above and Modify <i>TestClass1.as</i> as explained below.
4	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified as file **src/com.tutorialspoint/client/TestClass1.as**.

```

package com.tutorialspoint.client
{
    import org.flexunit.asserts.assertEquals;

    public class TestClass1
    {
        private var counter: int = 1;

        [Before]
        public function setUp():void
        {
            //this code will run before every test case execution
        }

        [After]
        public function tearDown():void
        {
            //this code will run after every test case execution
        }

        [BeforeClass]
        public static function setUpBeforeClass():void
        {
            //this code will run once when test cases start execution
        }

        [AfterClass]
        public static function tearDownAfterClass():void
        {
            //this code will run once when test cases ends execution
        }

        [Test]
        public function testCounter():void {
            assertEquals(counter, 1);
        }
    }
}

```

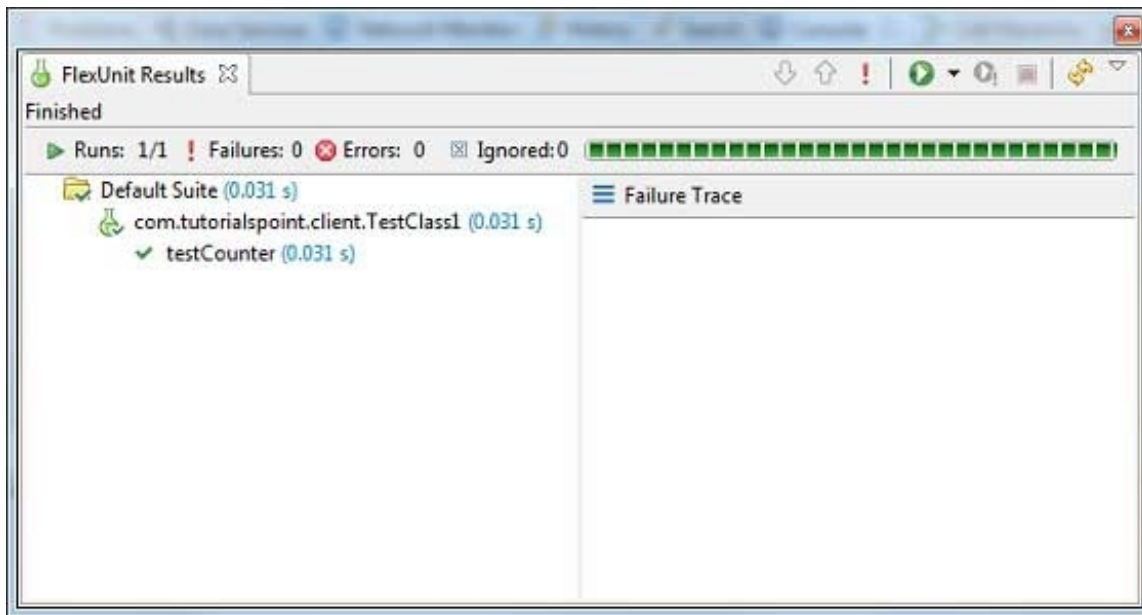
Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:s="library://ns.adobe.com/flex/spark"
  xmlns:mx="library://ns.adobe.com/flex/mx"
  minWidth="500" minHeight="500">
</s:Application>
```

Once you are ready with all the changes done, let us compile in normal mode as we did in [Flex - Create Application](#) chapter.

## Running Test cases

Now Right Click on TestClass1 in package explorer and select **Run As > FlexUnit Tests**. You'll see the following output in Flash Builder test window.



Flash Builder also show test result in the browser.

